

**Amendments to the Claims:**

This listing of the claims will replace all prior versions and listings of claims in this application.

**Listing of Claims:**

What is claimed is:

**Claim 1 (Currently Amended):** A player-funded ball-based gaming system comprising:

a target, ~~said target~~ having a top surface and at least one portion of said top surface having ~~[[an]]~~ at least one opening in operable connection to a target reader/transmitter, said target reader/transmitter further comprising an entry portion, a guide portion, and an exit portion, a first RFID reader configured such that a ball, upon entering said entry portion, will follow said guide portion past said first RFID reader in a readable manner and then exit via said exit portion, and where said target reader/transmitter is operable for communication with at least one server;

a second RFID reader configured to read a ball RFID tag enclosed in a ball before said ball reaches said top surface, and extract ball IDs thereby and further configured to be in operable communications with at least one server;

a site server operable for communication with said at least one target reader/transmitter and said second RFID reader and configured to make at least one calculation regarding ball data using data received by said site server from at

least one of: said target reader/transmitter; or, said second RFID reader, said site server further comprising a database and a program configured to enable play of at least one game having at least one of comprising a pari-mutuel system or a player-funded progressive system, said progressive system comprising a system to determine and distribute winnings from a pool to a plurality of players comprising differing bet amounts for a game configured to be player-funded by pooling a portion of said bet amounts collected as part of enabling RFID-equipped balls for game play ~~said pari-mutuel system enabled to determine and distribute winnings from a pool to a plurality of players comprising differing bet amounts for a game, and said progressive system player funding comprising funding using a portion of funds collected as part of enabling RFID-equipped balls for game play;~~

said database configured to retrievably hold ball IDs in associated with one of: other ball IDs; or, at least one player ID, and further configured to hold data sent by said target reader/transmitter and said second RFID reader, and store said calculated ball data, in a manner retrievable by one of: a player ID; or, a ball ID[.];

a cashier station configured to be in communication with said site server and a central server, said cashier station further configured to receive and process a plurality of paying actions, said paying actions comprising ball purchased, tee fees, and payouts for said at least one game; and

a WWW server configured to be in communication with said site server, said cashier station and said central server, enabled to allow logged in users to

retrieve a plurality of information comprising individual player account data, a plurality of results of ongoing tournaments,

**Claim 2 (Original):** The system of claim 1 where said first RFID reader is configured such that its antenna coils are wrapped in a tubular manner around said central guide.

**Claim 3 (Original):** The system of claim 1 where said second RFID reader is configured such that its antenna coils are wrapped in a tubular manner around a guide, said guide configured to enable a ball to pass through said tubular antenna coils.

**Claim 4 (Original):** The system of claim 1 further comprising a sensor located near at least one ball launch area, said sensor configured to detect a ball that is one of: placed on the ball launch area; hit from the ball launch area; or, both placed on, and hit from, the ball-launch area; and is further configured to transmit data about said detected ball to a server.

**Claim 5 (Original):** The system of claim 1 further comprising a plurality of servers, where said plurality of servers are in operable communication with each other, and where one of said plurality of servers further comprises a database, said database configured for player accounts, and further configured to hold one

of: target data, ball ID data, detected ball data; or, target data and ball ID data and detected ball data in a manner associated with a player account.

**Claim 6 (Original):** The system of claim 1 further comprising a plurality of servers, where said plurality of servers are in operable communication with each other, and where one of said plurality of servers further comprises a database, said database configured for storing data in a manner retrievable using ball IDs, and further configured to hold one of: target data, a plurality of ball IDs, detected ball data; or, target data and ball ID data and detected ball data in a manner associated with a ball ID.

**Claim 7 (Cancelled).**

**Claim 8 (Original):** The system of claim 1 where said target, said first RFID reader, and said second RFID reader are configured to read one of: a golf ball; a basketball; a baseball; or, a football.

**Claim 9 (Cancelled).**

**Claim 10 (Currently Amended):** The system of claim 1 where said at least one target further comprises at least one mobile target having at least one of said target reader/transmitter.

**Claims 11 – 12 (Canceled).**

**Claim 13 (Currently Amended):** A method of using a ball range system, the ball range system having at least one target, the target having an RFID reader in communication with a plurality of servers ~~server~~, said plurality of servers comprising at least one ~~[[the]]~~ server having a database and further having a program configured to use said database to enable a player to play at least one game ~~having at least one of a~~ comprising ~~pari-mutuel system or a player-funded progressive system~~, the method comprising:

configuring said ~~pari-mutuel~~ progressive system to determine and distribute winnings from a pool to a plurality of players comprising differing bet amounts for a game;

configuring said progressive system to be ~~enableable for~~ player-funded by pooling a portion of funds collected as part of enabling RFID-equipped balls for game play;

providing a set of balls having RFIDs therein, where said set of balls comprises at least one ball;

storing said set of ball IDs on said database, said ball ids comprising RFIDs and global positioning system (GPS) information;

associating said set of ball IDs with an account on said database;

allowing said set of balls to be launched from a ball launch area towards at least one target having at least one ball receptacle attached thereto, said at least one target configured to be moveable;

gathering data on any hits on any target by said launched balls;  
sending said hit data to [[a]] said server and retrievably storing it  
associated with a player ID;  
communicating information from said server and said database to a  
cashier station configured to be in communication with said plurality of servers;  
enabling said cashier station to access and process a plurality of paying  
actions composing ball purchases, tee fees, and payouts of said at least one  
game; and  
enabling a person having access to said account to retrieve data about  
said ball hits and any other data collected pursuant to using said set of balls.

**Claim 14 (Currently Amended):** The method of claim 13 where said providing a  
set of balls is a set of purchased for play by a player at a range said cashier[['s]]  
station.

**Claim 15 (Original):** The method of claim 13 where said providing a set of balls  
is a set of balls owned by a player, and brought to the range by said player.

**Claim 16 (Original):** The method of claim 13 where said associating said set of  
ball IDs with an account further comprises associating said set of ball IDs with a  
specific player account.

**Claim 17 (Original):** The method of claim 13 where said associating said set of ball IDs with an account further comprises associating said set of ball IDs with an anonymous player account.

**Claim 18 (Currently Amended):** The method of claim 13 where said associating said set of ball IDs with an account further comprises associating said set of ball IDs into a group, said group being accessible using any one of the ball IDs contained in the group and providing for team-based play of said at least one game.

**Claim 19 (Currently Amended):** The method of claim 13 where said gathering data on any hits on any target further comprises:

- providing a plurality of targets;
- recording data on any ball from said set of balls that reaches any target;
- sending said gathered data to a site server;
- gathering all sent data in said database;
- providing said data to any authorized user, player, or program running on said server and said cashier station.

**Claim 20 (Original):** The method of claim 13 where said target, said target RFID reader, and said range entry RFID reader are configured to read one of: a golf ball; a basketball; a baseball; or, a football.

**Claims 21 – 24 (Canceled).**

**Claim 25 (Currently Amended):** A method of wagering using a ball range having a ball range system, the ball range system having at least one target, the target having an RFID reader in communication with a plurality of servers, said plurality of servers comprising a a-server, the server having a database and further having a program configured to use said database to enable a player to play at least one game comprising having at least one of a pari-mutuel system or a player-funded progressive system, the method comprising:

- configuring said ~~pari-mutuel~~ progressive system to determine and distribute winnings from a pool to a plurality of players comprising differing bet amounts for a game;

- player-funding said progressive system comprising pooling a portion of funds collected as part of enabling RFID-equipped balls for game play;

- reading a set of balls at a range entry golf ball RFID reader;

- associating a player with said set of balls;

- accepting payment from a player for a wager, said wager based on using said set of balls;

- allowing said player to go to a ball-launch area;

- recording in said database output from a sensor located in said ball-launch area each time a ball is placed in said ball-launch area;

- recording each ball from said set of balls that hits a target; and,



determining if said set of balls have been played and if said set of balls that hit a target comprise a winning event, said target having at least one ball receptacle.

communicating information from said server and said database to a cashier station configured to be in communication with said plurality of servers;  
and

enabling said cashier station to access and process a plurality of paying actions comprising ball purchases, tee fees, and payouts of said at least one game;

**Claim 26 (Original):** The method of claim 25 where said associating a player with said set of balls further comprises associating a player ID with said set of balls.

**Claim 27 (Original):** The method of claim 25 where said associating a player with said set of balls further comprises associating an anonymous player ID with said set of balls.

**Claim 28 (Original):** The method of claim 25 where said target, said target RFID reader, and said range entry RFID reader are configured to read one of: a golf ball; a basketball; a baseball; or, a football.

**Claim 29 (Canceled).**

**Claim 30 (Previously Presented):** The method of claim 25 where said at least one target further comprises at least one mobile target.

**Claims 31 – 32 (Canceled).**

**Claim 33 (Currently Amended):** A method of creating enhanced player interest at a ball range having a ball range system, the ball range system having at least one moveable target, the target having an RFID reader in communication with a server and at least one ball receptacle attached thereto, the server having a database further having a program configured to use said database to enable a player to play at least one game having at least one of ~~a pari-mutuel system or a~~ player-funded progressive system, the method comprising:

- configuring said ~~pari-mutuel~~ progressive system to determine and distribute winnings from a pool to a plurality of players comprising differing bet amounts for a game;

- configuring said progressive system to allow enablement of player-funding by pooling a portion of funds collected as part of enabling RFID-equipped balls for game play;

- displaying games and associated player-funded pool amounts in a manner visible to a player;

- updating said player-funded pool amounts as said games are being played by players; ~~[[and,]]~~

displaying amounts won by players upon the occurrence of game winning events[[]] ;

communicating information from said server and said database to a cashier station configured to be in communication with said plurality of servers; and

enabling said cashier station to access and process a plurality of paying actions comprising ball purchases, tee fees, and payouts of said at least one game;

**Claim 34 (Original):** The method of claim 33 where said target, said target RFID reader, and said range entry RFID reader are configured to read one of: a golf ball; a basketball; a baseball; or, a football.

**Claim 35 (Canceled).**

**Claim 36 (Previously Presented):** The method of claim 33 where said at least one target further comprises at least one mobile target.

**Claims 37 – 38 (Canceled).**

**Claim 39 (Currently Amended):** The system of claim 1 where ~~said pari-mutuel system or said progressive system~~ comprises ~~comprise~~ a plurality of sites.

**Claim 40 (Currently Amended):** The method of claim 13 where ~~said pari-mutuel system or said progressive system~~ comprises ~~comprise~~ a plurality of sites.

**Claim 41 (Currently Amended):** The method of claim 25 where ~~said pari-mutuel system or said progressive system~~ comprises ~~comprise~~ a plurality of sites.

**Claim 42 (Currently Amended):** The method of claim 33 where ~~said pari-mutuel system or said progressive system~~ comprises ~~comprise~~ a plurality of sites.